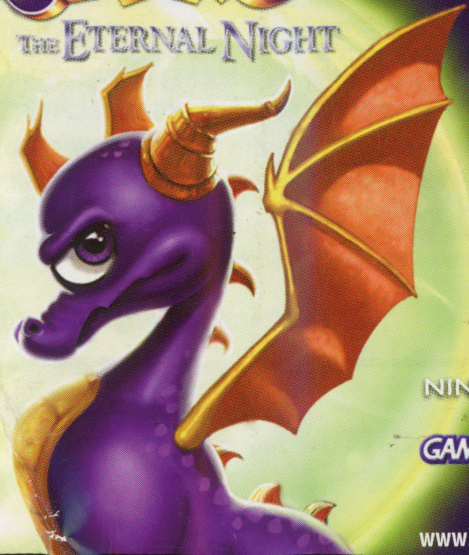


AVAILABLE
NOW

THE LEGEND
OF
SPYRO
THE ETERNAL NIGHT



NINTENDO DS

GAME BOY ADVANCE



www.spyrothedragon.com

© 2007 Sierra Entertainment, Inc. Sierra, Spyro and their respective logos are either registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries.™, ©, Game Boy Advance and Nintendo DS are trademarks of Nintendo. © 2004 Nintendo. All rights reserved.

Vivendi Games, Inc.
4247 S. Minnewawa Ave.
Fresno, CA 93725

7264510

PRINTED IN USA

GAME BOY ADVANCE



AGB-BQCE-USA

INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.

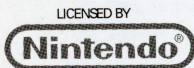
IMPORTANT LEGAL INFORMATION

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.



Table of Contents

Introduction	2	Vending Machines	8
Getting Started.....	2	Items	9
Gameplay Controls	4	Crates.....	10
Starting the Game	4	Upgraded Moves	11
Options	5	Secret Areas	11
Playing the Game	5	Credits	12
HUD – User Interface.....	6	Customer Support	15
Crash Jackin'.....	7	License Agreement	16
Cast of Characters	7		

© 2007 Sierra Entertainment, Inc. All rights reserved. Crash, Sierra and their logos are either registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries. Certain technology © 2007 Amaze Entertainment, Inc. Amaze Entertainment and the Amaze Entertainment logo are registered trademarks of Amaze Entertainment, Inc. in the United States and/or other countries. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are property of their respective owners.

INTRODUCTION

Doctor Neo Cortex, evil genius and enemy of all Bandicoots, has returned! Trapping the Tiki power of Wumpa Island is his twisted tactical ticket to world domination and revenge against Crash Bandicoot. The Doctor's evil scheme is well underway as he turns innocent creatures into mutant soldiers, stripping Crash Bandicoot's peaceful island home of its natural resources. High above in their floating fortress, Neo Cortex and his henchmen are assembling the deadly Dominator robot. Only a new and reinvented Crash can defeat this destructive force and save the world!



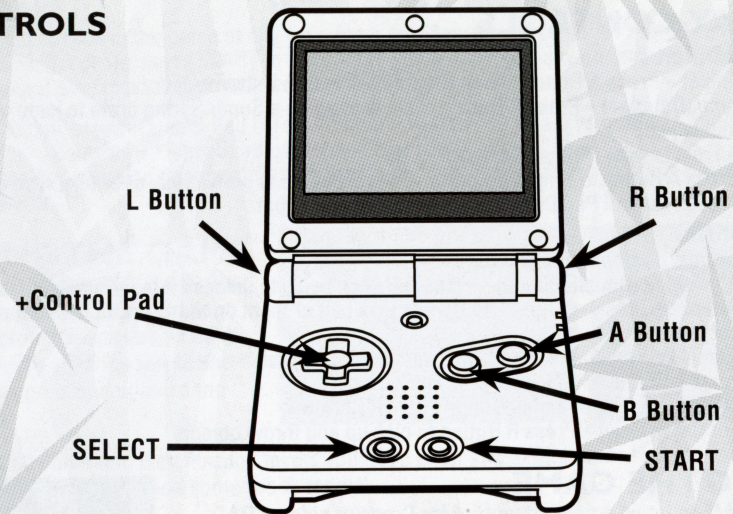
As we begin, Crash wakes up from a nap and finds his friends and family missing! Aku Aku, his trusted spirit guide, warns that there is something amiss with the island creatures. Together they must rescue old friends and uncover the mysterious mastermind behind the mutant army before Wumpa Island is destroyed!

Getting Started

Insert the Crash[®] of the Titans Game Pak into the Game Boy[®] Advance and turn on the system. After the introductory screens are displayed, the main menu screen for the game appears.



CONTROLS



Menu Controls

Start Game/Pause/Return to Game START
Highlight Menu Selection +Control Pad
Confirm Selection A Button

Return to Previous Screen B Button
Bring Up Inventory Screen SELECT

GAMEPLAY CONTROLS

Movement Abilities

- Jump (Single) – Press A Button, Jump (Double) – Press A Button twice
- Super Jump (Double+) – Press A Button while landing on a Super Spring crate to jump even higher than a double jump
- Jump Up From Ledge – Press +Control Pad Up
- Climb – Press A Button to jump, then press +Control Pad Up to grab a vine, or climb a rope or chain
- Duck – Press +Control Pad Down while not in melee combat

Combat Abilities

- Primary Attack (Punch) – Press B Button
- Secondary Attack (Double Punch) – Press B Button twice to unleash Punch/Punch combo variations
- Combo Attacks – Press +Control Pad Up or Press Left or Right on the +Control Pad, depending on location of the enemy
- Crouch Kick – Press +Control Pad Down and Press B Button
- Jack – Press L Button to take over or “Jack” enemies
- Special Attack (Jacked enemies only) – Press R Button
- Throw (For Crash Only) – Press R Button to pick up and throw objects

STARTING THE GAME

Select **NEW GAME** to begin a new adventure for Crash or select **LOAD GAME** to continue playing a previously saved game.

To select a save game slot, press Left or Right on the +Control Pad and press A Button to select the slot. To leave this screen, press B Button to return to the Main Menu.



OPTIONS

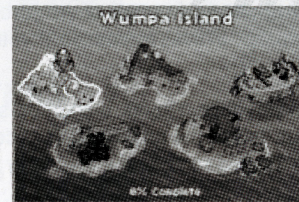
You can adjust options in the game at any time. From the Main Menu, select **OPTIONS** and make changes. If you are playing a game, press **START** to **PAUSE** the game and make any adjustments. You can adjust the volume of sound effects and music or even view the list of credits.

To make changes, press +Control Pad Up or +Control Pad Down to select an option to adjust. Press +Control Pad Left or +Control Pad Right to adjust volume levels.

When you are done making changes, press A Button to accept the changes or press B Button to cancel any adjustments.

PLAYING THE GAME

A new game starts on Wumpa Island in Bandicoot Beach. Play and beat levels to unlock new areas on each island. Beating all of the levels and the boss of one island unlocks the next island.



Go back at any time and play through levels you have unlocked to find other secret areas and collect all the items, in case you missed some the first time.

When you complete an island, travel to the next one with Aku Aku's magic Tiki mask, which transforms into anything from a Surf Board to a Jet Ski or even a Glider. Work your way safely through the treacherous waters around each island to reach the shores of the next one. Along the way, there are obstacles to avoid and items to collect.

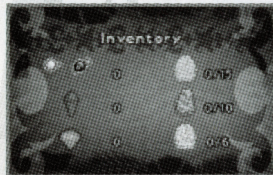
HUD - USER INTERFACE

Crash's health is displayed in the upper-left corner of the screen. When you take damage, the health meter decreases. If it reaches zero, you lose a life.



Eat Wumpa fruit and collect gems to replenish Crash's health. Use gems to purchase enemies from vending machines.

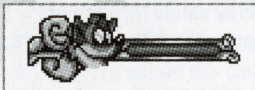
If Crash is ever defeated, you will lose a life and restart at your last active checkpoint. The total number of lives Crash has is displayed in the upper-right corner of the screen. When you collect a specific number of Wumpa fruit, your total number of lives increases. If you run out of lives, you will be returned to the Load Game screen.



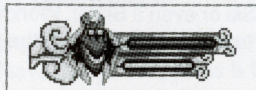
When you collect items, a counter is displayed in the top center of the screen. To see the total number of collectibles you have gathered so far, press SELECT to go to the Inventory Menu.

The Inventory Menu displays the total number of Mojo, Crystals, Gems, and Tiki Masks (Jade, Silver and Gold) that you have collected. Look on the Items pages for more detailed information.

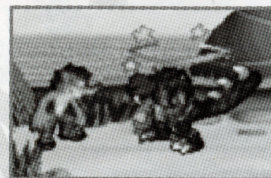
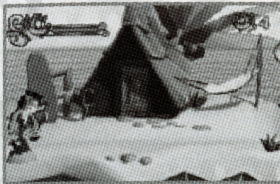
Crash's Health Meter



Jacked Enemy Health and Energy Meter



Boss Health Meter



CRASH JACKIN'

Crash has a new ability, courtesy of Aku Aku. Crash can stun an enemy and then take them over, or "Jack" them. When Crash "Jacks" an enemy, he can fight as that enemy and unleash their powerful attacks. What they used against you, you can now use against everyone else.

The total health of the "Jacked" character is displayed in the upper-left portion of the screen, just above the character's energy meter. Press R Button to unleash that character's powerful attacks, but remember the energy meter must recharge before you can unleash your next special attack.

CAST OF CHARACTERS

Heroes



Aku Aku Crunch Coco Crash

Villains



Dr. Neo Cortex Nina Cortex N-Gin Tiny Dingodile Uka Uka

Having trouble in fights, consider this:

- Ice defeats Fire
- Fire defeats Flies
- Flies defeat Electricity
- Electricity defeats Tornado
- Tornado defeats Arrows
- Arrows defeat Ice

VENDING MACHINES

Vending machines allow you to purchase four types of random enemies using the Gems that you have collected. In Story Mode, this gives you a chance to play as any of the first three types of enemies. Free Play Mode allows access to the fourth type of enemies, the Bosses. So now you really get to open a world of hurt on all of those other enemies.

To use a vending machine, approach it and press +Control Pad Up. To scroll through the types of enemies you can buy, press +Control Pad Up or +Control Pad Down, then press A Button to purchase a random enemy. The more you spend, the stronger the enemy will be. If you have enough Gems, the enemy appears in a stunned condition, which allows you to "Jack" it. Press the B Button to leave the vending machine selection screen.

Types of Enemies:

Type 1: Tough – Any of the level 1 enemies

Type 2: Tougher – Any of the level 2 enemies

Type 3: Vicious – Any of the level 3 enemies

Type 4: N-Sane – Any of the bosses you have defeated in Story Mode; only available during Free Play Mode

Tough Enemies



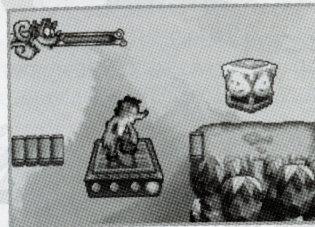
Tougher Enemies



Vicious Enemies



N-Sane Enemies



ITEMS

That crazy Doctor Neo, he's snuck off with tons of precious Wumpa Island treasures! It's up to Crash to save the day and collect all the lost items.

There are many different items to be found while playing the game. Some are useful for throwing at enemies, some are collectibles that unlock moves or add lives, and others reveal hidden treasures.

Collectible Items

Here are some of the collectibles you may find in the game:

		
Jade Tiki Mask • Heals 25%	Silver Tiki Mask • Heals 50%	Gold Tiki Mask • Heals 100%
• Increases attacks by +1 for 10 seconds	• Increases attacks by +2 for 20 seconds	• Increases attacks by +3 for 30 seconds

Collecting all of the Tiki Masks on an island unlocks the "Arena" level for that island. The "Arena" is an opportunity to fight waves of enemies and hone your combat skills as Crash or the enemies.

			
Wumpa Fruit Restores health and a great way to earn more lives.	Crystal Temporary shield, the more you collect, the longer the effect lasts.	Gem Restores health and used to purchase enemies from vending machines.	Mojo Unlocks moves, earns lives, boosts health and increases strength.

Throwable and Breakable Items

Strewn throughout Wumpa Island are objects that you can pick up, throw or break as you journey to stop the evil plans now under way. Check out these objects that you can throw or break in the world—some even reveal hidden crystals, gems and fruit.

Throwable Items				Breakable Items			
							
Gas Tank	Bee Hive	Bomb	Enemy Fodder	Computer Terminal	Oil Barrel	Wood Pile	Saw Machine

CRATES

As the forces of evil attempt to take over Wumpa and the surrounding islands, they often leave a lot of crates lying around. Break open the crates to find useful items, jump on them to reach hidden stores of Wumpa fruit, destroy them to blast into new areas or smack them down to activate a checkpoint. There are many of them to experiment with as your adventure unfolds.

Here are several crates that you will find while playing the game:



Wood
Crate



Wood Spring
Crate



TNT
Crate



Nitro
Crate



Iron
Crate



Checkpoint
Crate



Stealth
Crate



Surprise
Crate



Detonator
Crate



Super Spring
Crate

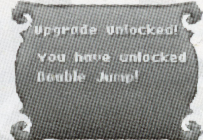
UPGRADED MOVES

Collecting Mojo is an important aspect of the game. Defeating enemies will spawn Mojo that you should always pick up. After collecting enough Mojo, Crash is infused with its power and is able to learn new moves and upgrade his abilities.



As the game progresses and the Mojo begins to stack up, Crash learns new and exciting abilities. Here are all of the potential abilities and moves that can be unlocked:

- **DOUBLE JUMP!**
- **MORE ATTACK DAMAGE!**
- **EVEN MORE ATTACK DAMAGE!**
- **SPIN ATTACK!**
- **HEAD BUTT ATTACK!**
- **EVEN MORE HEALTH POINTS!**
- **MORE LIVES!**
- **ADVANCED ENEMY ATTACKS!**
- **SUPER PUNCH ATTACK!**



SECRET AREAS

Neo and his captains are quite devious (sometimes) and have hidden many items throughout Wumpa Island. There are hidden secret areas that can only be accessed when you have a stronger, more powerful "Jacked" enemy. Only "Jacked" characters are powerful enough to break walls and trap doors that hide secret areas, so take one over and start busting up Neo's hiding spots.

Hey, how do I get out of this level?

After every gem is collected and every enemy defeated, it is always good to know how to get out of a level and move on to the next challenge. Lucky for you, Neo Cortex's goons are a little on the dim-witted side due to their mutation, so a lot of signs were placed throughout the area to help point the way. How convenient for you that all you have to do is look for the flashing sign pointing to the exit to know where to go. Well, Crash has some tough battles ahead of him, but he is always up for a good challenge. Are you?



CREDITS

DEVELOPED BY AMAZE ENTERTAINMENT

Executive Producers

Dan Elenbaas, David Mann

Executive Studio Director

Steve Ettinger

Associate Producer

Brian A. Kirkness

Lead Programmer

Stephen Nguyen

Lead Artist

Scott Brothers

Lead Designer

Alex Mickus

Testing Lead

Rebecca Davis

Character Modeling & Animation

Alex Guillard

Background Artists

Fabio Zenteno, Robb Vest

Programmers

Josh Meeds, Robert J. Kirkpatrick

Studio Coordinator

Cheryl Perrins

Software Testers

Russ Bright, Brad Hodson

Composers

Mark Yeend, Tom Miller

Sound Designer

Brian A. Kirkness

Audio Coordinator

Kyle Lingol, Evan Buehler

Additional Art

Michael Wilcox, Eli Heuer, Mark Ferrari

Additional Programing

Michael Dorgan

Additional Deisgn

Kelly Toyama

Additional Vocal Effects

Blake Lewis

Studio Art Director

Michael Wilcox

Studio Technical Director

Doug Schilling

Studio Creative Director

J.C. Connors

Creative Director

Phil Trumbo

Director of Development Services

Jack Brummet

Director of Operations and Financing

Mike Dean

Testing Manager

Bill Schneider

Director Of Marketing

Curtis Asplund

Special Thanks To

Amaze Entertainment Operations,
Stephanie Card, Susan DeMerit,
Christian Kimball, Matt McIntire,
Wesley Patten, April Killian, Jarrod
Faehnrich, Bill Schneider

DEVELOPED BY RADICAL ENTERTAINMENT

HAND HELD PRODUCTIONS

President

Kelly Zmak

Executive Producer

Ken Rosman

Producer

Joe Selinske

Associate Producer

Glenn Dphrepaulazz

Creative Director

Kirsten Forbes

Special Thanks To

The entire console team

PUBLISHED BY SIERRA ENTERTAINMENT

VIVENDI GAMES SENIOR EXECUTIVES

Chief Executive Officer

Bruce Hack

President, Worldwide Studios

Martin Tremblay

Chief Strategy and Marketing Officer

Cindy Cook

EVP, Global Sales

Pascal Brochier

EVP, General Counsel

Terri Durham

Chief Financial Officer

Jean-Francois Grollemund

EVP, Human Resources

Mark Halacy

TECHNICAL DEPARTMENT

VP, Technology

Brian Leake

Technical Director

Philippe Paquet

MARKETING

VP Global Brand Management

Al Simone

Global Brand Manager

Glenn Gregory

PROMOTIONS

Director Consumer Promotions

Julie Thomas

Consumer Promotions Specialist

Nikki Pounds

PUBLIC RELATIONS

PR Manager

Lisa Douet

CREATIVE SERVICES

Vice President Creative Services

Steve Parker

Creative Manager

Kristy Cheng

Account Supervisor

Dalene Tarr

LEGAL

Senior Paralegal

Kevin Crook

Paralegal

Pam Teller

CONSUMER RESEARCH

Sr. Manager, Consumer Research

Linda Howard

Jr. Research Analyst, Consumer Research

Page Patten

QUALITY ASSURANCE

Director Of Quality Assurance

Samer Raad

Studio Support Services Office Manager

Anna Booth

Studio Support Services Administration Assistant

Nuria Andres

Senior QA Manager, Tester Resources

Michael Gonzales

Technical Requirements Group Manager

Grant Bryson

QA Manager

Lester Broas

Project Lead

Erwin Osias

QA Testers

David Luyties, Jessica Eckstein,
Arklan Uth Oslin, Altheria Weaver

Technical Requirements Group Senior Supervisor

Joseph Olivas

Technical Requirements Group Supervisor

Kevin Jackson

Technical Requirements Group Testers

Dustin Portesi, Phil Lawless, Kyle
St.Clair, Fabian Tuason

QA Supervisors

James Pasque, Marcus Quinn

Burn Lab Supervisors

Afolabi Akibola, Chris Miller

Burn Lab Configuration Engineers

Tyree Deramus, Brad Graber,
Jose Hernandez

End User Support Technicians

Shawn Lomas, Mark Smith

Project Leads VUPC Group

Brandon Valdez, Cyra Talton,
Fausto Lorenzano

Senior Engineer VUPC Group

Richard Benavides

Special Thanks

Tom Gastall, Allen Petrowski
Phoenix, Uncle Skippy & Sun

Localization Studio Director

Paul Murray

Localization Manager

Eithne Hagan

Project Manager

Mary Kettle

Quality Assurance Manager

Yvonne Costello

Senior Quality Assurance Project Lead

Veronika Mang

Quality Assurance Testers

Aidan Hogan, Federico Callegaro,
Hesseltje Van Goor, Luis Ruiz Lopez,
Ruben Op Den Camp, Sean
Gallagher

TRG Supervisor
Kevin Jackson

TRG Lead
John Donnelly

TRG Testers
Dustin Portesi, Phil Lawless, Kyle
St.Clair, Fabian Tuason

GLOBAL TEAMS

**Sr Director of Marketing,
International**
Chloe Rothwell

**Global Brand
Coordination Manager**
Deana Erickson

Global Brand Manager
Chris Wincek

Executive VP European Sales
Xochilt Balzola Widman

Executive VP European Sales
Adam Roberts

**Supply Chain
Product Manager**
Erika Thiong-Soui-Ho

Publishing Director
Annick Decrop

**European Publishing
Coordinator**
Dominique Chevallier

Operations Deputy Director
Fabien Tisle

Legal & Business Affairs
Myriam Lamy

Market Intelligence
Gregoire Gabalda

AUSTRALIA
General Manager
Colin Brown

Product Manager
Jane Flockhart

ITALY
General Manager
Benoit Boute

Product Manager
Simone Cazzaniga

Marketing Manager
Sara Cantoni

PR Manager
Simone Isella

SPAIN
Marketing Manager

Frederic Hosteins
Product Manager
Sarai Aguirre

PR Manager
Sara Fernandez

BENELUX
General Manager
Jeroen Smit

Marketing Manager
Olivier Spaargaren

UNITED KINGDOM
Executive VP European Sales
Adam Roberts

Product Manager
Joanne Fawell

Marketing Director
George Georgiou

Senior PR Manager
Cat Channon

PR Manager
Jonnie Bryant

FRANCE
General Manager
Julie Chalmette

Product Manager
Geraldine Breuil

Marketing Director
Thomas Painçon

PR Manager
Clément Debetz

GERMANY
Executive VP European Sales
Xochilt Balzola Widman

Marketing Manager
Frank Weber

Product Manager
Robert Haeusler

PR Manager
Tim Ende-Styra

NORDIC
Sales & Marketing Manager
John Hall

General Manager
Camilla Gammal

PR Manager
Tom Lindgren

Marketing Manager
Jonas Christensen

CUSTOMER SUPPORT

Technical Support

Phone: (800) 630-0811, 10:00 AM-8:00 PM M-F EST

Online Support: <http://support.vgames.com>

Customer Service

Phone: (800) 757-7707, 10:00 AM-8:00 PM M-F EST

Mail

Vivendi Games
4247 South Minnewawa Avenue
Fresno, CA 93725

License Agreement

This software program, any printed materials, any online or electronic documentation (the "Program") are the copyrighted work of VU Games, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

1. Limited Use License. VU Games, Inc. ("VUG") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on Nintendo Game Boy® Advance game system.
2. Ownership. All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by VUG or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and VUG's licensors may act to protect their rights in the event of any violation of this Agreement.
3. Responsibilities of End User.
 - A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of VUG.

B. You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of VUG; or exploit the Program or any of its parts for any commercial purpose.

4. Program Transfer. You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
5. Termination. This License is effective until terminated. You may terminate the License at any time by destroying the Program. VUG may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.
6. Limited Warranty. VUG EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however VUG warrants the Game Pak(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. VUG's sole liability in the event of a defective Game Pak shall be to give You a replacement Game Pak. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.
7. Limitation of Liability. NEITHER VUG, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY

AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.

8. **Equitable Remedies.** You hereby agree that VUG would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that VUG shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as VUG may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
9. **Miscellaneous.** This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

**Mail: Vivendi Universal Games
Attn: Warranty Processing
4247 S. Minnewawa Ave., Fresno, CA 93725**

**GET INSIDE!
Join Now!**

Register Your Game Today

Free tips, tricks, demos, trailers, and more! Receive free technical and customer support. Be the first to know about beta tests, tournaments, game testing opportunities, and other events. Plus, stay informed on the latest VU Games news, updates, discounts & more!

Go to <http://reg.vugames.com> Now!